

Ability Mechanics

Overview of Abilities in Battle

Every ability has the following parameters:

- A star cost to use the ability
- Icons the ability generates
- Other effects the ability has or mechanics the ability interacts with
- Passive effects (i.e. effects that influence the battle or can be triggered by an opponents, other pets actions, or other events in battle)
- Costs or requirements to use the ability. This could include requiring the user be a certain species, certain stats or items the pet needs to have to use the ability, an amount and type of icons that must be spent to use the ability, conditions on the target, or anything else.
- A rarity ranking. These usually indicates how difficult an ability is to acquire (in the case of egg abilities, for example)
- Priority/Speed
- Skill (tbd)

Pets can spend their stars to use abilities, and abilities can have special effects or generate icons.

Pets can acquire any number of abilities, but can only have access to 5 abilities during a battle (and can't switch during a battle, though might create an item that lets a pet do this). In addition, each species has a set of abilities that members of that species can acquire under normal gameplay, and a pet can't acquire an ability if its species is unable to learn that ability, excepting special circumstances. Some abilities are also restricted to certain forms of a pet. The set of abilities a species can learn is referred to as the species learnset. Some abilities can only be learned by a single species or form.

There are several mechanics for acquiring Abilities, described below:

Egg Abilities:

- These abilities are given to an individual pet upon its creation. All species have a set of egg abilities, and when an individual of that species is created that individual will randomly receive 1-3 of these abilities.

Item Abilities

- These abilities can be acquired through the use of special items. Item abilities typically require that the player have a certain item or set of items, and

undergo a special procedure. Once the procedure is completed, if the pet can learn the ability from that item, the pet permanently acquires that ability

Quest Abilities

- These can be acquired by completing certain quests in game.

Training Abilities:

- These can be acquired through training at specialized schools

Event abilities

- These abilities can be obtained through special events or as prizes for special limited time events.

Some abilities can be obtained through multiple means; for example, almost any ability can be given out at an event. Events are also the only way for pets to learn abilities outside of their species learnset.

Using abilities in battle:

Abilities can be used similarly to items. The player can select any number of abilities to use as long as the player can pay the star cost and any other costs associated with the ability. Once a player clicks the *move* button, the ability's effects and icons generated are resolved. An ability's effects can interact with icons, stats, or any other aspect of a pet or object involved in battle. Player's can use the icons generated by an ability to pay for other effects as well.

How icon payment works: when a player wants to use an item, the icons it would generate are displayed. The player can select a number of icons, and an ability

Abilities can also apply mods, which are special tags which are applied to a pet in battle which can have persistent effects. Mods stay on a pet for the duration of battle unless removed.